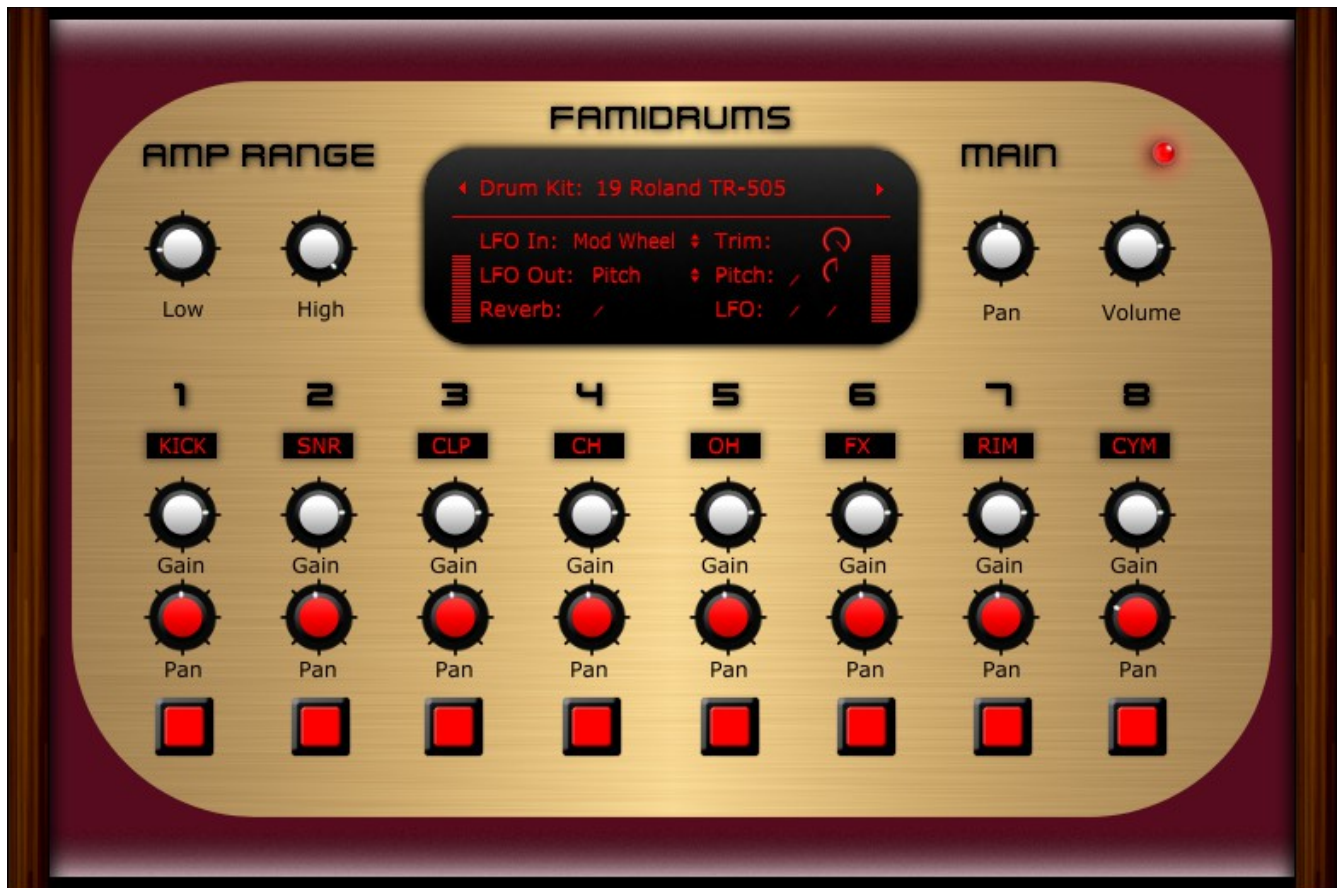


# Famidrums VST/AU instrument



by SampleScience

Owner's Manual

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## **Installation :**

Windows 32 bit/64 bit VST plugins: Simply copy the plugin .dll file and .instruments folder in your DAW VST plugin folder.

Mac OS X Universal AU: Copy the component file into this folder:

Macintosh HD/Library/Audio/Plug-ins/Components/

Mac OS X Universal VST: Copy the vst file into this folder:

Macintosh HD/Library/Audio/Plug-ins/VST/

## **Description :**

Famidrums is a sample based drum machine featuring the sounds of the Nintendo Entertainment System sound chip (more precisely, its DPCM sampler and triangle/noise oscillators). The drum sounds included have been extracted from games while others have been converted using classic analog drum machines as source. Accurate software emulation of the NES sound chip has been used to get that original crunchy drum sounds typical of classic games such as Super Mario Bros 3, Lifeforce, Super C and Kid Icarus.

## **Features:**

- 30 8 bit Drum Kits
- Audio multi-outputs
- LFO, trim, reverb and pitch effects
- VSTi/AUi for Windows (32 bit/64 bit) and Mac OSX (Universal)
- Plain wav and aiff files to use in any sampler



1. Amp Range: The narrower the amp range is the louder and noisier will be the sound.
2. Each number correspond to the percussion's audio output in multi-output mode (drum kit from 31 to 60). The gain and pan controls correspond to each column's percussion which names is displayed on below each numbers. A drum pad is provided to preview each sound.
3. Main control for the plugin's volume and pan.
4. Click on the small arrows to switch between the kits and click on the drum kit's name for the complete list of drum kits.
5. Use the LFO in selector to choose the LFO's source and the LFO out to

choose the LFO's destination. A room reverb is included to add depth to the drum sounds.

6. The Trim knob can be used to shorten the length of the drum sounds. Note that the notes in your sequencer must be equally as short for you to notice a difference in the sound. The pitch knobs are from left to right: range and pitch bend. The range can be automated using CC#6 and the pitch bend is linked to your MIDI controller. It can be automated in your DAW too (please refer to your DAW'S manual to know how to do this). The LFO knobs from left to right are depth and rate. They will affect all the drum sounds. If the drum sounds are too short you won't hear much difference. The LFO works better on longer sound or if you pitch down the whole instrument using the range and pitch bend controls.

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